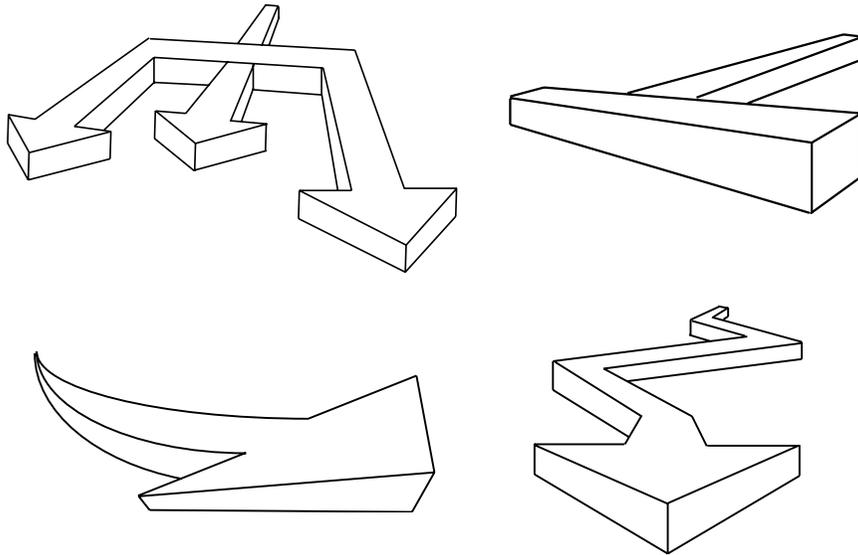


GTA 05-11-016

Standard-/Situational- Obstacle Job Aid



April 2002

HEADQUARTERS, DEPARTMENT OF THE ARMY

PURPOSE: Obstacle planning and resourcing is critical to successful operations planning. This GTA can be used to calculate the number of obstacles required to achieve obstacle intent as well as the resources required to emplace the obstacle. It can also be used to calculate time distance analysis required to plan situational obstacles. Refer to FM 20-32 and FM 90-7 for a complete discussion of obstacle resourcing and situational obstacles.

DISTRIBUTION: United States (US) Army Training Support Centers (TSC)s

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Calculate the blanks that are outlined.

Step 1 - What is the obstacle intent?

Target	
Effect	
Location	

Step 2 - What is the width (in meters) of the area of approach (AA)?

AA in m	
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Step 3 - Resource factor (RF) x AA = desired linear obstacle effect (LOE)

	Disrupt	Fix	Turn	Block
RF	0.5	1	1.2	2.4
AA Width				
LOE				

Step 4 - LOE/minefield dimensions = number of minefields required

	Disrupt	Fix	Turn	Block	Special
Frontage	250	250	500	500	
LOE					
# of Minefields					

Note: Always round up number of minefields

Time Platoon				
Hours (PH)	1.5	1.5	3.5	5
Total PH				
Real Hrs				

Resources Required

	Disrupt	Fix	Turn	Block
Full Width (FW) Mines	42	63	336	378
Track Width (TW) Mines	84	84	168	168
Total FW				
Total TW				

Time Distance Analysis

Step 5 - Determine time & distance requirements $R > E+A+C+T$

Emplacement Time (E)		Rate of Enemy Travel (R)	
Arm Time (A)			
C2 Time (C)			
Travel Time (T)			
Total Time Required (TT)			

$TT \times R/60 =$ minimum distance from the target area of interest (TAI) to the named area of interest (NAI)

TT	Rate	Minutes per Hour	Distance (km)
		60	

$(E+A+T) \times R/60 =$ minimum distance from the TAI to the decision point (DP)

E+A+T	Rate	Minutes per Hour	Distance (km)
		60	

Distance / (R/60) = minimum time TAI to NAI

Distance (km)	Rate	Minutes per Hour	Time (Minutes)
		60	